AGB-AZIE-USA DISNEP · PIXAR اللال التالي FIFLE INSTRUCTION BOOKLET

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

# IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching Involuntary movements Loss of awareness Disorientation

To reduce the likelihood of a seizure when playing video games:

- 1. Sit or stand as far from the screen as possible.
- 2. Play video games on the smallest available television screen.
- 3. Do not play if you are tired or need sleep.
- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

# **WARNING - Repetitive Motion Injuries**

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

# **WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

#### To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the
  correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.





THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

Nintendo<sup>®</sup>

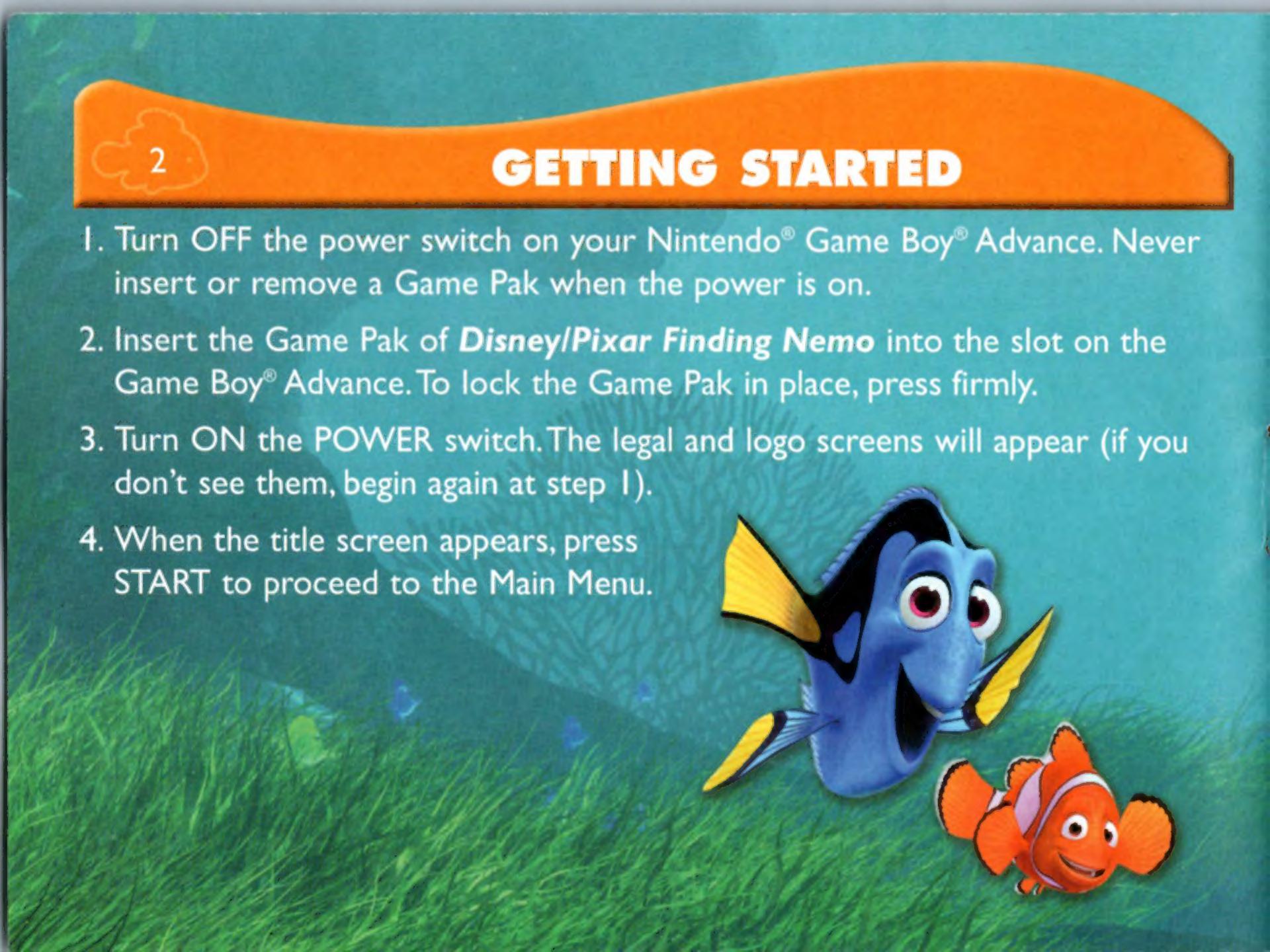
NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO. © 2001 NINTENDO. ALL RIGHTS RESERVED. Finding Nemo. © Disney/Pixar. Licensed by THQ Inc.
Developed by Vicarious Visions. Vicarious Visions and its logo
are trademarks of Vicarious Visions. THQ and its logo are
registered trademarks of THQ Inc. All rights reserved. All other
trademarks, logos and copyrights are property of their
respective owners.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

# TABLE OF CONTENTS

FINDING ELLE  Getting Started  2	
Controls3	Aquarium Training ••••• 14
Life Under the Sea · · · · · · 5	
Main Menu • • • • • • • 6	
The Game Screen • • • • • • 7	
Game Levels • • • • • • • 8	
	Finding Father Part I & 2 • • 17
	Dory's Memory Game •••• 18
	Continuing • • • • • • • • • • • • • • • • • • •
Minefield Part 1, 2 & 3 · · · · · 11	Notes ••••••••• 20
Aguarium •••••••12	Credits ••••••••• 22

Abyss Part I & 2 •••••• 13 THQ Limited Warranty •••• 30



# CONTROLS

L Button
Control Pad
START
SELECT



R Button
A Button
B Button

#### **BUTTON COMMAND**

Control Pad UP/DOWN/LEFT/RIGHT

A Button

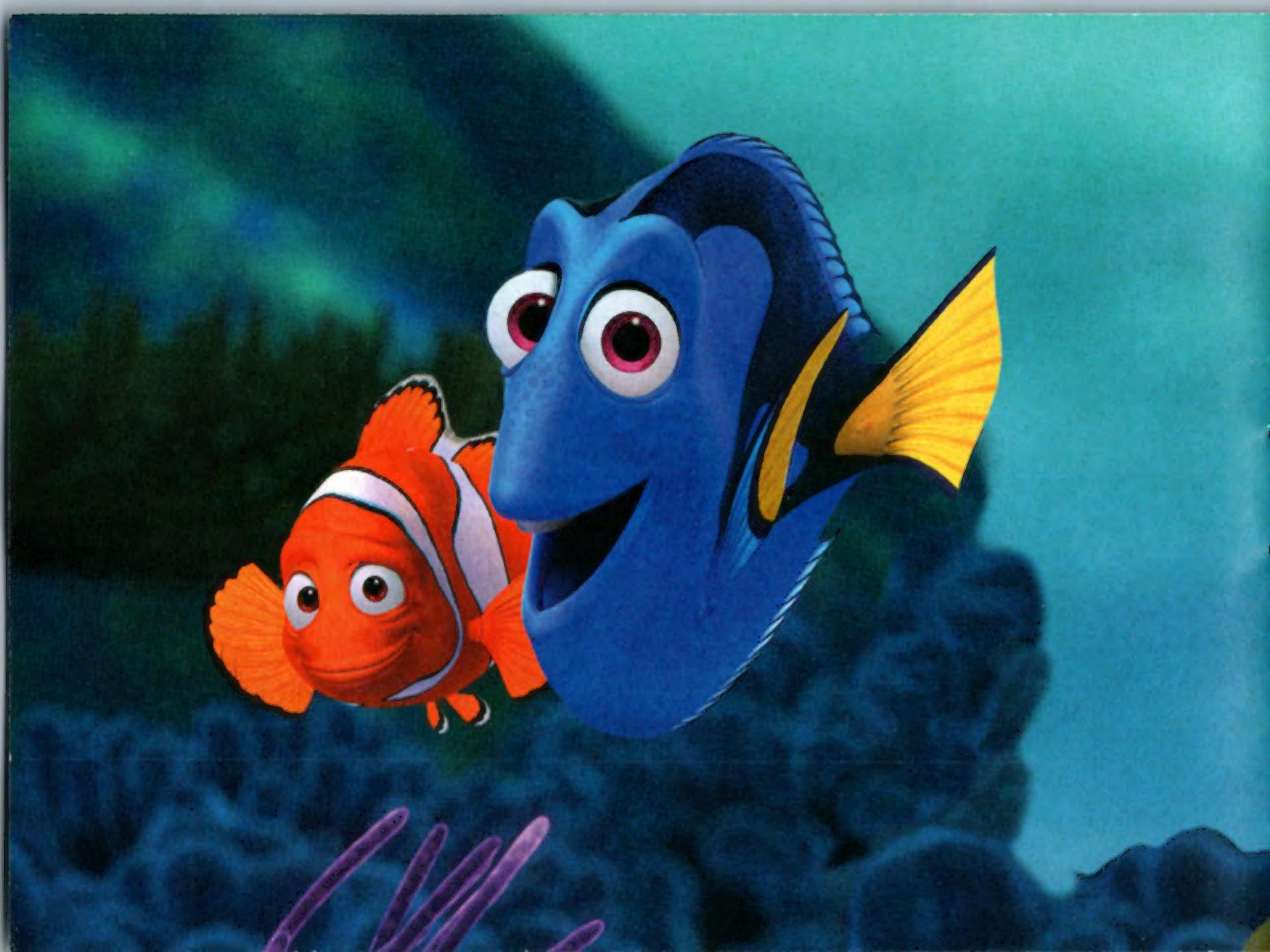
**B** Button

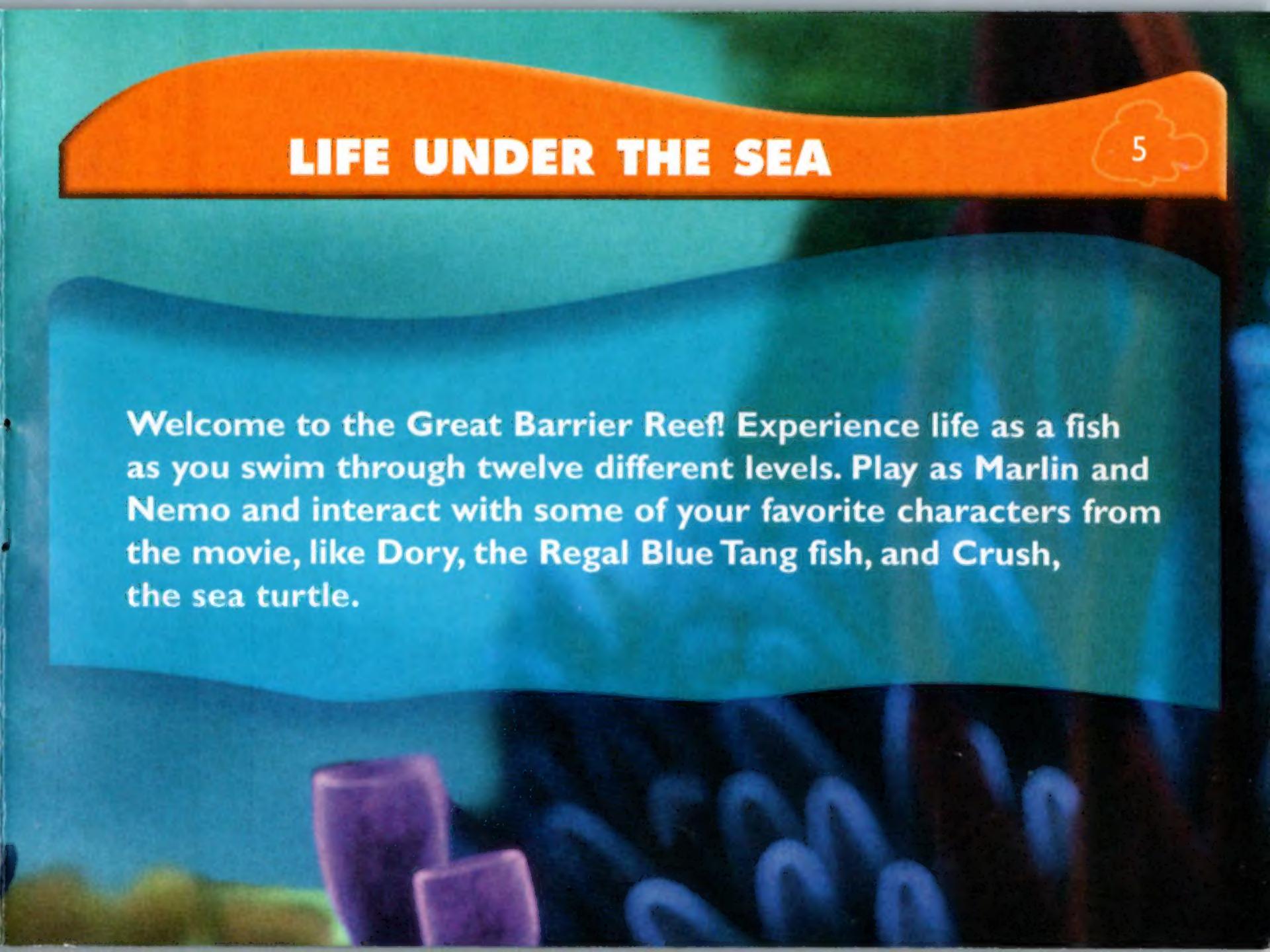
#### **ACTION**

Highlight menu selection Swim in direction pressed

Confirm menu selection Dart (swim quickly)

Return to previous menu
Tail Whack
Pick Up Item
Talk to other characters





## MAIN MENU

allowed to select the

You will have two choices on the Main Menu. NEW GAME and PASSWORD. New Game will allow you to start a new adventure in the Great Barrier Reef. PASSWORD will allow you to enter a password to pick up where you left off last time. Once you enter the PASSWORD, you will be



level where you left off, or any previous level you have already completed. Use the Control Pad to select a level, then press the A Button to enter that level.

# THE GAME SCREEN



health

# CHARLE ILEVELS

#### First Day

It's time for Nemo's first day of school Marien leads Nemo off to school while teaching him the skills he will need later in the game. Swim through the bubble rings collect the star rings and move past the simple obstacles on this first level





# CHEVIEL ELVIS



#### Gaining Health

Along their adventure, running into abstacles and other creatures not injure Nemo and Martin. Rubbing up against a Sea Anemone will help heal them.

# Drop-Off Part | & 2

Nemo must explore the roof and try to find the other members of his class. After finding them, the class heads for the Drop-Off. One of Nemo's classmates dares him to go touch the boat that they can see Marlin tries to stop Nemo, but he's too late!



# GIVME LEVELS



#### Star Rings

Along the way you will run into many star rings.

Swam through them to collect them. Collecting star
rings will allow you to bigy Don's memory game at
the end of the level.

#### Meeting Dory

A diver has captured Nemo, and Marlin is determined to find him. Along the way, Marlin meets up with Dory, a Regal Blue Tang fish. Dory knows where the boat went and she agrees to show Marlin the way. You must follow Dory and try to keep up with her or she will get away from Marlin. Collect the bubble rings while pressing the A Button to dark ahead and keep up with the much faster Dory.



#### Minefield Part 1, 2 & 3 - Part 1 & 2

Marlin and Dory meet up with Bruce the shark in this level. He invites them to a party, but they have to make it through a minefield to reach the party. Look out for the mines as you move about to collect the bubble rings. Once you make it to the submarine, you need to explore the submarine to find the "big-eyed" fish.





#### Help

As you move through the levels, you will encounter other characters that have something to tell you. When you swim by these characters, a little word balloon will appear. Press the B Button to talk to them.

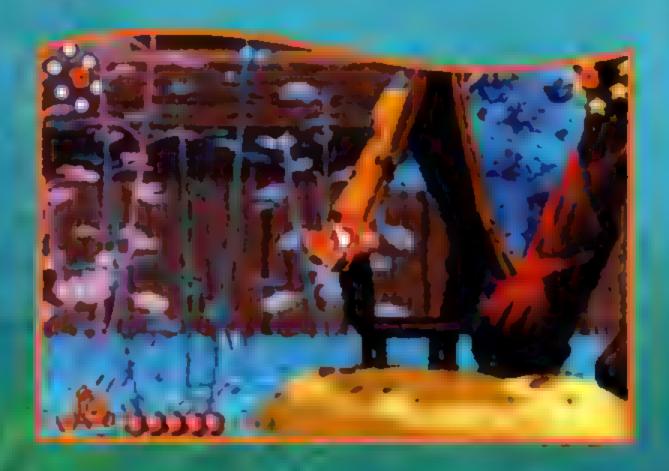
#### Part 3

Bruce the shark seemed like a really nine guy but he has a sudden taste for lish. Marlin will have to avoid the metal debris as Bruce chases him through the submarine!



#### Aquarium

The last thing Nemo remembers, he was swimming down from the boat. Now he finds himself in a strange environment — an aquarium in a dentist's office! Nemo must search the aquarium to find each member of the Tank Gang.



#### Abyss Parts | & 2 - Part |

Marlin and Dory descend into the abyss to try and find the mask. Be careful because undertow and powerful currents push and pull Marlin in different directions. Collect the bubble rings and availd the hazards of the deep ocean on your way to the bottom.





#### Oysters

Some of the pathways in the game will be blacked by open agrees. To get past these obstacles, look for the bearl that is sure to be nearby. Pick up the pearl by pressing the B Button. Hold the B Button and swim towards the oyster. Once you are close, release the B Button and the pearl will fall and come to rest in the oyster. This will close the oyster and allow you to pass.

#### Part 2

It's up to Marlin to keep the anglerlish's intention while Dory tries to read what is written on the mask. Once all of the words have been read, Marlin and Dory can continue their quest to find Nemo.



## Aquarium Training

Nemo has to find some way to escape the aquarium that holds him captive. Training with the other members of the Tank Gang will give Nemo the skills he needs to free himself.



#### Jellyfish Forest Part | & 2

This level starts out with Markin and Dory racing through throngs of jellyfish. Marlin can bounce off parts of the jellyfish but you need to watch out for their stinging tentacles. After escaping from the Jellyfish Forest, Marlin discovers that Dory is trapped back in the mass of jellyfish and must return to the Jellyfish Forest to free her!



#### Filter Block

The Tank Gang's daving escape plan hinges around the filter. They need to block it in order to escape it is up to Nemo to pick up a pebble and drop it into the filter. Watch out for the filter currents that will push Nemo in other directions!



## CHANGE LEVELS



#### Help Points

thelp paints that give the player info or help are represented by a series of magnifish in the shape of a question mark.

#### Turtle Drive

Marlin wakes up after the Jellyfish Forest and finds himself riding the East Australian Current with a bunch of sea turtles. There he meets Crush and the legend of the super fish begins to grow. In this level, Marlin must keep up with Crush or be left behind. Press the A Button and look for bubble rings to keep up with the much faster Crush.



Try not to run into the other turtles as they will only slow you down.

# CHANE INEWELLS

#### Treatment Plant Part | & 2

Neme escapes into the spir rub in the dendet's office and onds up in the water treatment plant. Neme must make his way out of the pipes. Quickly maneuver past hazards while Neme collects the bubble rings. Once Neme reaches the end of the pipes, he needs to trigger valves to change the current and exit the system.



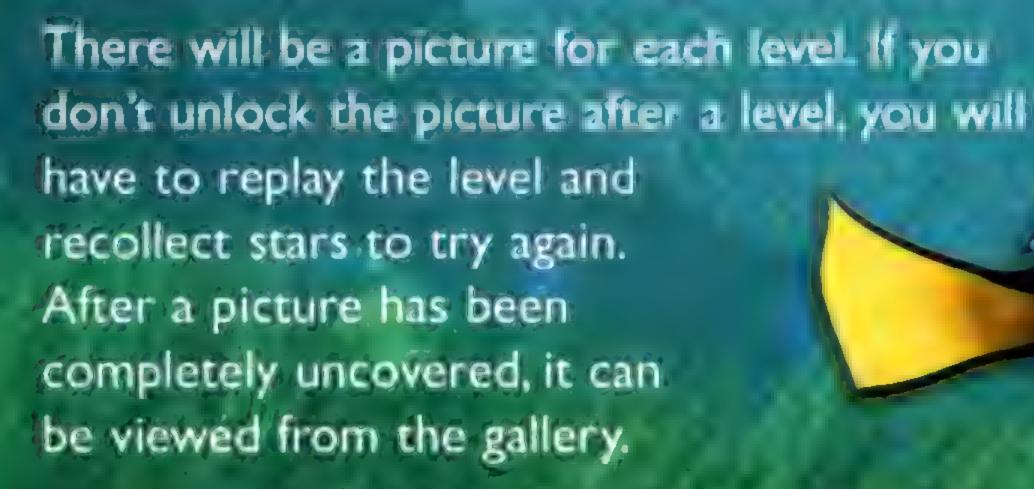
After escaping from the treatment plant, Nemo tries to find his father. He meets up with Dory who knows where Marun is, Follow Dory to find him.

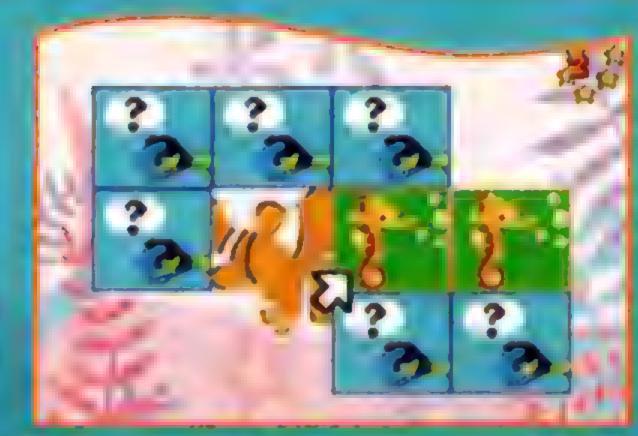




# DORY'S MEMORY GAME

After each level you will have an opportunity to play Dory's Memory Game to uncover burns pictures If you select a set of matching sands a section of the picture will be revealed. The amount of turns you have depends on how many Star Rings you have been able to collect during the level.

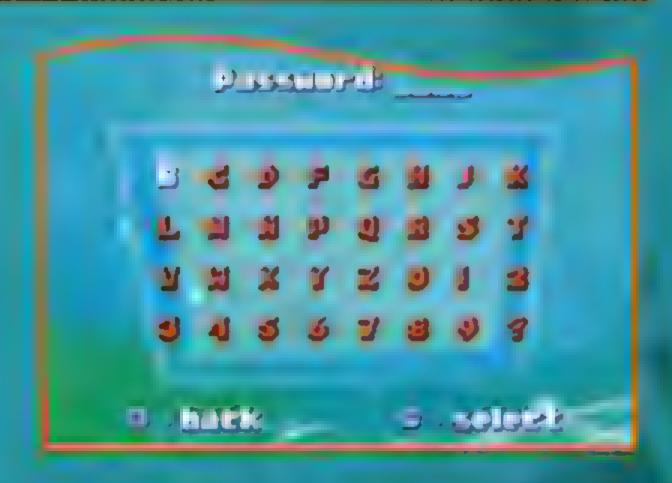






# CONTINUING

At the end of each level, you will be given a password. Write this password down! This will allow you to continue the game from the same place you left off! The next time you turn it on select PASSWORD from the Main Menu and enter your password. If correct, you will return to the level select screen, where you left off. If incorrect, you will have to correct the password and try again.





#### CREDITS

Developed by Vicarious Visions Inc.

www.vvisions.com

CEO/ Chief Creative Officer

Karthik Bala

**VP Product Development** 

Tobi Saulnier

Project Manager

Craig Derrick

Designer

Jonathan Russell

Design Support

Luis Barriga

**Programming** 

Robert Trevellyan

Chris Pruett

Matt Conte

Sunbir Gill

Brian Sox

Art

Sean Murphy Jason Harlow

Yin Zhang

Alissa Cattabriga

Chongguang Zhang

Animation

Kaan Kayinoglu

Soundtrack

Shin'en Multimedia

Testers

Zach Davis

Trevor Davis

Courtney Denue

Tyler Hickey

George Karathomas

Ryan Kilgallon

David Knouer

Emily Knower

Matt Mazzella

Hadelina Ney

Seri Ray

Erik Steproon

Tom Wainwright

**Special Thanks** 

Joseph Diet

Robyn Poiner



#### 

#### THQ INC.

Executive Producer

Duncan Kershaw

**Production Support** 

Emerson Escobar Karlo Kilayko Stephen Jarret

Vice President - Product

Development

Philip Holt

Worldwide Studios
Jack Sorensen

Quality Amurance Senior Tester
Mark Vance

Quality Assurance Testers
Alessandro Cerff
David Langeliers
Shirly Alovera

1st Party Submission Specialist

Evan Icenbice Ian Sedensky Keith Michaelis

**Ist Party Testers** 

Adam Affrunti Joe Lerman Scott Ritchie

Onulty Assurance Techniclan

Mario Waibel

Administrator

Jason Roberts

Ouality Assurance Manager Monica Vallejo

Director of Quality Assurance Jeremy S. Barnes

Senior Vice President -Worldwide Marketing Peter Dille Group Marketing Manager Alison Quirion

Senior Product Manager
Trent Hershenson

Associate Product Manager
David Kim

Director of Creative Services
Howard Liebeskind

Senior Manager, Creative Services Kathy Helgason

Creative Services Manager Kirk Somdal

Web Designers Gordon Madison Ricardo Fischer

Web Programmer Jack Suzuki

#### CEREDITS

Instruction Manual
Keith Kolmos

Director of Business
Development
Dan Kelly

Package and Manual Design Price Design Team

#### THO INTERNATIONAL

Head of Brand Management Michael Pattison

Brand Manager Jennifer Wyatt

Associate Brand Manager
Darren Williams

Director of Localization
Susanne Dieck

Localization
Bernd Kuertz
Heather Leonard

Special Thanks

Leslie Brown
Julian Brummitt
Brandy A. Carrillo
Brian Farrell
Germaine Gioia

Dave Hoffman

Colleen Kershaw

Alison Locke

Kathy Mendoza

Stacey Mendoza

Lupe Ocaranza

Liz Pieri

Paul Rivas

Natalie Roberts

Terri Schiek

Lisa White

#### PIXAR CREDITS

Director

**Andrew Stanton** 

Co Director

Lee Unkrich

Producer

Graham Walters

**Production Designer** 

Ralph Eggleston

Director of Photography

Sharon Calahan

**Art Director** 

Ricky Vega Nierva

Creative Resources Manager

Michele Spane

Creative Resources

Coordinator

Anne Barson

#### CREDITS

Creative Resources Project Manager Leeann Alameda

Creative Resources Production Assistant Shannon Brown

Creative Resources Artist Ben Butcher

Lead Technical Director Clay Welch

Story/Script Manager Blake Tucker

Art Department Coordinator Bert Berry

Special Thanks
Paul Cichocki

#### DISNEY INTERACTIVE

Senior Producer Peter Wyse

Associate Producer
Pat Larkin

V.P., Product Development, Console Dan Winters

Director of Marketing Bob Picunko

Marketing Manager Nichol Bradford

Promotions and Synergy Manager Deborah Lawson

Special Thanks
Sanae Barber
John Blas
Ryan Fons

Michelle Goldman
Tom Kier
Susan Lambert
Eitan Levine
Sasha Lord
Georgia O'Conner
Jack Pan
Jeff Powers
Luigi Priore
John Rito
Fred Tio
Dave Wong

Finding Nemo is a Walt Disney Pictures presentation of A Pixar Animation Studios Film. © 2003 Disney/Pixar.





# Available Now for



GAMECUBE.



www.thq.com



PIXAR



Monsters, Inc. Disney/Pixar. Licensed by THQ Inc. Developed by Radical Entertainment, Radical Entertainment and its logo are registered trademarks of Radical Entertainment Ltd. THQ and the THQ logo are registered trademarks of THQ Inc. All other trademarks, logos and copyrights are property of their respective ewners, TM, ®, and Nintendo GameCube are trademarks of Nintendo. All Rights Reserved.





Comic Mischief

# COMING THIS FALL FOR GAMEBOY ADVANCE



RATING PENDING



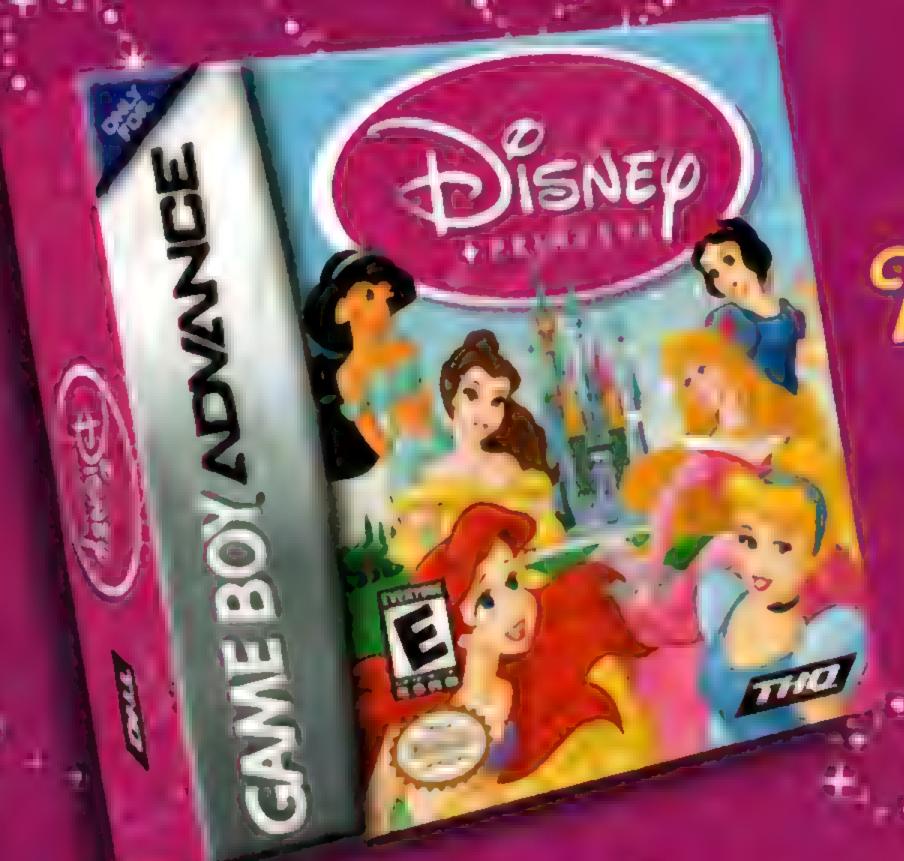
Visit www.esrb.org or call 1-800-771-3772 for Rating Information.

Intertainment, inc. energive informational NV. coverage of the property of the literature of the liter





www.thq.com



# Make Your Wwn Happy Ending



Bring it home today!







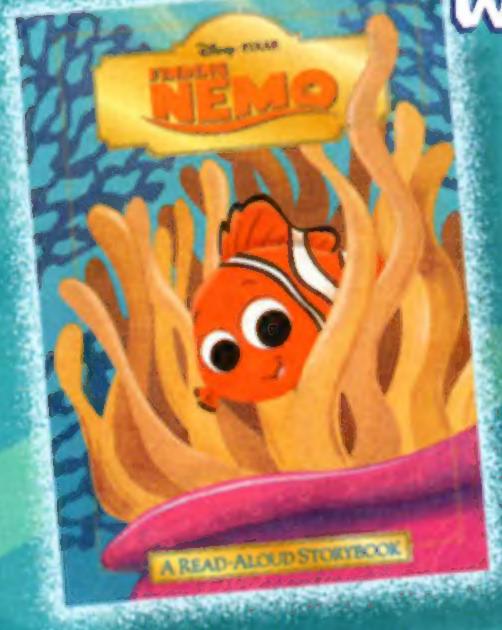
www.thq.com

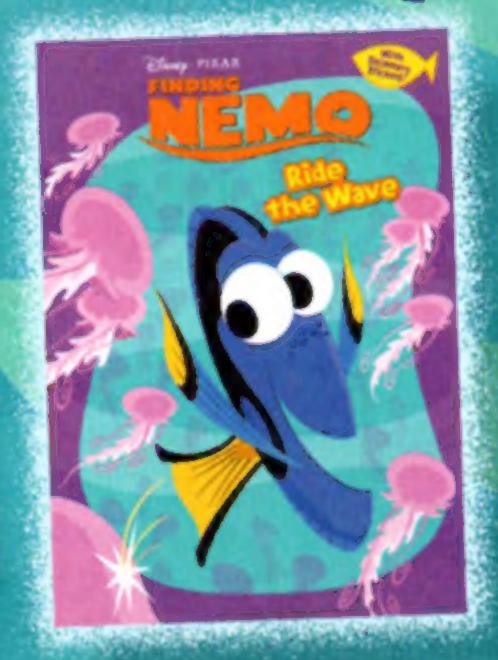
Disney Princess © 2003 Disney, Licensed by THQ Inc. THQ and its logo are registered trademarks of THQ Inc. All rights reserved.

All other trademarks, logos and copyrights are property of their respective owners. The and Game Boy Advance are trademarks of Nintendo

# MAKE A SPLASH

WITH BOOKS FROM RANDOM HOUSE!









Available wherever books are sold.



www.randomhouse.com/kids/disney

## THO LIMITED WARRANTY

#### Warranty and Service Information

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at http://www.thq.com before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit **Product Code** is **32130**. Please use this code to identify your Product when contacting us.

#### **Limited Warranty**

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

#### To receive warranty service:

Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at http://www.thq.com, If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Inc.

#### Customer Service Department

27001 Agoura Road, Suite 270, Calabasas Hills, CA 91301

## THO LIMITED WARRANTY

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by Nintendo or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

#### Repairs after Expiration of Warranty

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US\$20.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

#### **Warranty Limitations**

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND REPRESENTATIONS. NO OTHER WARRANTIES OR REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE THQ. ANY APPLICABLE IMPLIED WARRANTIES OR REPRESENTATIONS, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL THQ BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may also have other rights, which may vary, from state to state.

#### Warning

Copying of this Product or any of its contents or elements is illegal and is prohibited by United States and international copyright laws. Back-up or archival copies of this Product or any of its contents or elements are not authorized and are not necessary to protect your Product. United States and international copyright laws also protect this manual and other printed matter accompanying this Product. Violators will be prosecuted.



All Rights Reserved.

PRINTED IN USA